

**AMBER**



-1 Treasure

-2 Treasure  
Add a trashed Copper to your discard pile.

-3 Treasure  
Add two trashed Coppers to your discard pile.

**CRYSTAL**

**COBALT**



Play the top monster spell.  
Whether or not it affects you,  
trash after played.

Play the top two monster spells.  
Whether or not they affect you,  
trash after played.

Play the top three monster spells.  
Whether or not they affect you,  
trash after played.

**CRYSTAL**

**CRIMSON**



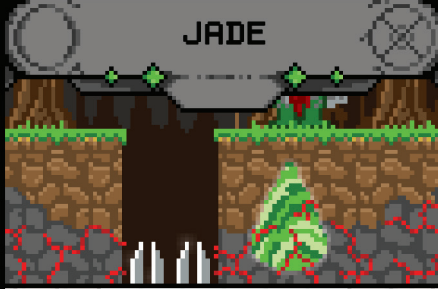
Discard a random card in play.

Discard two random cards in play.

Discard three random cards in play.

**CRYSTAL**

**JADE**



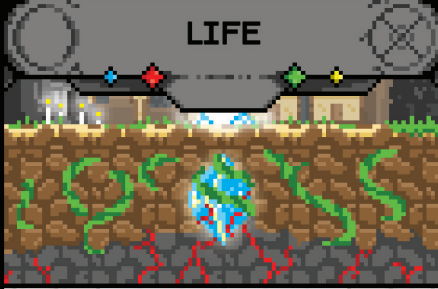
Monsters gain  
+2 Damage and +2 Health.

Monsters gain  
+4 Damage and +4 Health  
Double the effect of monster attacks.

Monsters gain  
+6 Damage and +6 Health  
Double the effect of monster attacks.

**CRYSTAL**

**LIFE**




Discard and redraw your cards in play  
with the same amount of cards.

Reveal the next Crystal from the deck.  
You may return or discard the card.

Switch Minion 1 and the Boss.

**CRYSTAL**

**LIGHT**




+2 Treasure  
Monster attacks do not affect you.

Monster attacks do not affect you.

**CRYSTAL**

**NEUTRAL**



**CRYSTAL**

**OBSIDIAN**



Return a purchasable card in play  
if you do not defeat a monster.

If a monster is defeated, it does not  
move to the Defeated Monster location.  
All monsters then move left.

**CRYSTAL**